

SANTA ROSA UNITED ACADEMY CUP

REGISTRATION AND CREDENTIALS

CHECK IN:

Teams must check the team in at the **MANDATORY REGISTRATION**.

Check –in will be held Friday night July 24 at Place to Play 7:00pm – 8:30pm or Saturday morning July 25 1 hour prior to the team's first game and it will be conducted at the field Place to Play under the Tournament Headquarters canopy. .

Failure to register will result in automatic disqualification (without a refund of the fee) from the Tournament. At the discretion of the Tournament, the team may be allowed to compete as a "Guest team." (See Guest Team rule) Games not played will be classified as "Forfeits and Byes." In addition to being checked at the pre-tournament [credential](#) check-in, all member passes will be checked prior to the beginning of each game.

CREDENTIALS:

- Player and coach passes and proof of player birth dates are required. The preferred credentials are laminated US Soccer Club player and coach passes. Temporary US Club passes, valid only for this tournament are acceptable. USYSA passes are acceptable.
- All players must present an original medical release form, signed by parents or guardian, issued by an USSF affiliated organization.
- Teams must have a valid US club Roster or CYSA Golden Rod
- : An official roster is required. The preferred roster is a printed copy of the on-line US Club Soccer Player Rosters. Official rosters from other USSF affiliated teams are acceptable (with any necessary State Association Out-of-State Travel Application and signed State Association Travel Roster). The maximum number of players per team is fourteen (14). All teams shall allow players registered to the same soccer club to play up in age.
- Players are not allowed to play for more than one team during the SRU Academy Cup.
- Please bring a pre-printed roster to attached to the game card with players name and jersey number, this will save you time from filling out the game cards.
- Each team must have at least one properly credentialed adult present on the sidelines of each game.

Check In Directions to Place to Play Field Complex

From Hwy 101 take Hwy 12 West to Sebastopol. Exit Fulton Rd, take a right on Fulton, then a right onto West 3rd St. Place to Play is on the Left, take a left turn into the complex.

RULES OF PLAY

FIFA Laws of the Game will apply as modified by US Club Soccer and as modified herein.

SPORTSMANSHIP: Good sportsmanship is expected of all teams, officials and fans. Coaches are responsible for the conduct of their players, staff, parents and affiliated spectators. The use of offensive, insulting, or abusive language will not be tolerated.

ROSTERS: Teams may register a maximum of fourteen (14) players. A team may use up to three (3) guest players but any team utilizing guest players is still limited to the 14 maximum. For the purpose of the tournament guest players are those players registered with a different Club for the 2009/2010 season. Players playing for different teams within the same Club are NOT considered guest players and as such don't require loan forms. Guest players must participate in the same or higher age group as is indicated in the player's member pass.

PLAYING TIMES: Play will be based on as specified below

Division	Preliminaries & Finals	Overtime	Ball Size	Number of Players
U9	25 Minutes	10 Minutes	4	8
U10	25 Minutes	10 Minutes	4	8
U11	25 Minutes	10 Minutes	4	8

All Preliminary Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that [point](#). A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie.

Injury time will NOT be added to the length of the game, except under extreme circumstances and at the sole discretion of the center referee.

Championship games tied after regulation will have overtime added. However, during overtime, the team which scores the first goal is declared the winner (Golden Goal). If no goals are scored during two equal overtime periods, the match is decided by kicks from the penalty mark, which will immediately follow the overtime.

HALF TIME: Half Time will be exactly five minutes.

GAME CHECK-IN CONDUCT: Thirty (30) minutes prior to the start of each scheduled game, each team must present to the field marshal the team's player cards and fill out the game card with players name and jersey number (note to bring pre-printed roster) so the team may be checked in to play and the game started as scheduled. A team who fails to report within five minutes of a scheduled kick off will forfeit the game.

TOURNAMENT COMPETITION

REFEREE DECISIONS: The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

DETERMINING WINNERS: Teams will be awarded points on the following basis:

1. Six (6) points for each Win;
2. Three (3) points for each Tie;
3. Zero (0) points for each Loss;
4. One (1) point for each goal scored up to a maximum of three (3) per game; Losing team receives points also.
5. One (1) point for each shutout.

One (1) point will be deducted for each player or coach ejected

Examples: A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout) A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Fewest goals against
3. Most goals for
4. Most total wins
5. Most shut outs
6. If a tie still exists after steps 1 through 5, FIFA Penalty Kicks will be taken
7. If a three-way tie exists within a bracket after steps 1 through 5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be determined at the fields.

FORFEITS AND BYES: All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six for the win, one for a goal, and one for a shutout). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys or teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

GAME CARDS: Field Marshals will provide a game card for each game. Each team will complete its part with player names and jersey numbers (note to bring pre-printed rosters for game cards) and give it to the referee. Both coaches will sign the card after the game. The referee will give the game card to the Field Marshal after the game.

REFUND POLICY: Full refunds will be made to teams not accepted. Refunds will be provided to teams that withdraw from the tournament both prior to acceptance and prior to the application deadline, minus a \$50 administrative fee. Accepted teams requesting to withdraw must do so by contacting the tournament at toni_zepponi@yahoo.com, however, they shall forfeit their entire application fee.

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or his designee and the decision will be final.

GUEST TEAMS: The Tournament may accept a team as a "Guest Team" in order to fill a late vacancy in a Division. Guest Teams cannot advance out of Bracket. Guest Team game results are predetermined to be a 1-0 against the Guest Team. The opposing team is awarded eight points.

AWARDS: Individual awards will be presented to 1st and 2nd place teams in each playing division up to a maximum of 15 awards.

INCLEMENT WEATHER: If deemed necessary by the Tournament Director, games may be shortened or cancelled due to extreme weather conditions.

SAFETY and MEDICAL ASSISTANCE: All players are required to use shin guards. Players without shin guards may not play. Any injuries shall be reported to the Tournament Director or field marshal so that an accident report can be completed. In the case of serious injury, 911 will be called if requested by the parent, coach, or referee. Tournament headquarters will be notified of any medical emergency. All portable shelters (EZ ups, tents, etc.) must be secured with either stakes or sandbags.

TOURNAMENT CANCELLATION: If the tournament must be cancelled due to inclement weather, acts of civil disobedience, war, destruction of facilities or other circumstances deemed by the US Club Tournament Committee to be beyond the control of the hosting league, the tournament may retain up to 30% of the entry fee once the tournament's expenses are verified and approved by the US Club Tournament Committee. Refunds of no less than 70% of the team's entry fee will be postmarked and mailed to the teams within 45 days of the approved tournament date.

PROHIBITIONS: Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at any of the sport fields or complexes. Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited to any future tournaments hosted by this club. Use of tobacco products is prohibited at this tournament. Referees will be instructed to abandon a game if, after being asked to do so, any person affiliated with the team refuses to cease the use of tobacco products in the area of the soccer field.

TOURNAMENT PLAY

Division formats will be followed.

FIVE TEAM DIVISIONS will consist of one flight of five teams. Each team will play the others within its flight for a total of four (4) games. The team with the highest number of points will be declared the Champion. The teams with the second highest points will be second place. All teams in the five team division will be guaranteed four games.

SIX TEAM DIVISIONS will consist of two brackets of three teams each. In pool play on Saturday, each team will play the other two teams. On Sunday morning, there will be 2 semi-final games: A 1st plays B 2nd. B 1st plays A 2nd. And the two third place teams will play each other. The two semi-final winners will meet in the championship game.

EIGHT TEAM DIVISIONS will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the winner of Bracket B for the championship.

TEN TEAM DIVISIONS will have one bracket of ten teams. Each team will play three other teams in a modified round-robin format. The teams that are first and second in total points will play in the championship game.

TWELVE TEAM DIVISIONS will consist of four brackets (A,B,C,D) of three teams each. In Pool play on Saturday, each team will play the other two teams. On Sunday, bracket A plays bracket B, (1st v 1st , 2nd v 2nd, 3rd v 3rd). Bracket C plays Bracket D. The 1st place winners play each other in the Championship Game.

RULES NOT COVERED: The Tournament Director shall make decisions as deemed appropriate for any situation that arises that is not covered by the above rules. The Tournament Director's decision will be final with no appeals allowed.

HOME TEAM: The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game ball, unless supplied by the Tournament. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game.

SUBSTITUTIONS:

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times {including overtimes}:

- After a goal by either team
- At the beginning of the second half.
- Prior to a goal kick by either team
- Throw in your favor
- On a caution, only the cautioned player may be substituted at that time
- After an injury on either team when the referee stops play

SUSPENDED AND TERMINATED GAMES:

If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench coaches, or spectators; the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

PLAYERS' EQUIPMENT:

It will be at the Referee's discretion to determine the safety and suitability of player equipment, No hard braces allowed.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;

- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS:

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game(s). A player or coach who is ejected for **violent conduct** or **serious foul play** will not be allowed to participate in the next **TWO** scheduled games. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament, a Coach can be carded. During game suspension(s) for coaches, there can be **NO** contact between the team and the coach during the game and the coach must be out of site and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result in immediate ejection from the tournament. 1 Point will be deducted for each ejection. In the case that a coach or player is ejected for more than one game only 1 point will be deducted. The point will be deducted on the actual game where the infraction occurred.

AGES: The ages of players for the season beginning August 1, 2009 will be used for this tournament